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Attre

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Attre is a duchy located on the western coast of the Old Continent, more specifically within the region of the Northern Kingdoms.

For much of its history, it existed as a vassal of the Kingdom of Cintra.

As a consequence, following one of the Three Northern Wars—more specifically, the Second Northern War—Attre, while never becoming part of the Nilfgaardian Empire *de jure*, effectively became one *de facto*, serving as a Nilfgaardian proxy state and undergoing a subtle process of Nilfgaardianization.

This period of Nilfgaardian influence lasted until the Iron Judgment (1273–1300), following the Third Northern War (1271–1272).

During this period, the Redanian monarch Radovid V, in his attempt to establish a "*Redanian Empire*" under the justification that he had proclaimed himself "*Protector*

General information

Status	Protectorate of Cintra (830-836) Independent Princedom (836-1040) Independent City-States (1040-1210s) Vassal State of Cintra (1210s-1290s) Nilfgaardian Proxy State (1268-1290s)

of the North" during the previous war, unintentionally granted Attre its independence.

Contents

1. History
   1.1. Ancient Times
   1.2. Pre-Human Times
   1.3. Pre-Nordling Times
   1.4. The Birth of Attre (First Half of the 9th Century A.R.)
   1.5. The Six Years' War and Attre's First Dynastic Change (830–836 A.R.)
   1.6. The Crisis of Peace (840–940 A.R.)
   1.7. The Golden Age of Attre (940–1040 A.R.)
   1.8. The Two Hundred Years' War, or the Attrean Civil War (1040–1210s A.R.)
   1.9. The Arrival of the Zerrikanians (1210s–1230s A.R.)
   1.10. The War of the Lioness (1232 A.R.)
   1.11. Pavetta of Cintra's Birthday Celebration (1252 A.R.)
   1.12. The First Northern War (1263 A.R.)
   1.13. The Second Northern War (1267–1268 A.R.)
      1.13.1. The Attre Rebellion (July 1267 – Summer 1268 A.R.)
   1.14. The Period as a Nilfgaardian Proxy State (1268–1290s A.R.)
   1.15. The Kerack Refugee Crisis (1271–1272 A.R.)
   1.16. Attre in the Third Northern War (1271–1272 A.R.)
   1.17. Attre During the Witch Hunts (1272–1276 A.R.)

	Independent Duchy (since the 1290s)
Ruler	Various Attrean Dynasties (until 1268) Var Attre Dynasty
Societal information	
Official Language	Nordlingaen
Demonym	Attrean
Religion	Dazhbogism

1.18. The Independence of Attre (1290s A.R.)
1.19. The Haaki Invasion of the Northern Kingdoms (1350 A.R.)
1.20. Distant Future
2. Borders
3. Climate
4. Geography
4.1. Magical Orographic Characteristics
5. Government
5.1. Administrative Division
6. Coat of Arms
7. Culture
7.1. Age of Majority
7.2. Accessories
7.3. Alchemy
7.4. Architecture
7.5. Art
7.6. Clothing
7.7. Contraceptive Methods
7.8. Cultural Details
7.8.1. Philosophy
7.9. Cuisine
7.10. Currency
7.11. Customs
7.12. Daily Life
7.13. Discrimination
7.14. Domestic Animals
7.15. Education
7.16. Equipment
7.17. Entertainment
7.18. Intelligence Service
7.19. Justice
7.20. Magic
7.21. Mentality
7.22. Military
7.23. Number of Children per Woman

7.24. Prostitution
7.25. Society
7.25.1. Social Structure
7.26. Slavery
7.27. Sports
7.28. Stereotypes
7.29. Taboos
7.30. Weapons Laws
7.31. Women's Rights and Sexual Minorities
8. Language
9. Religion
10. Economy
11. Demographics
11.1. People
12. Examples of Attrean Names
12.1. Male Names
12.2. Female Names
12.3. Gender-neutral Names
13. Monsters
14. Notable Ethnic Groups
15. Notable Locations
15.1. Caves
15.2. Cities
15.3. Cliffs
15.4. Districts
15.5. Dunes
15.6. Brothels
15.7. Embassies
15.8. Inns
15.9. Institutions
15.10. Lighthouses
15.11. Magical Academies
15.12. Mountains
15.13. Palaces
15.14. Regions
15.15. Restaurants
15.16. Ruins
15.17. Taverns
15.18. Towns

15.19. Villages
16. Notable People
16.1. Alchemists
16.2. Architects
16.3. Ambassadors
16.4. Aristocracy
16.5. Bards
16.6. Dukes
16.7. Knights
16.8. Princes
16.9. Princesses
16.10. Prostitutes
16.11. Scholars
16.12. Witchers
17. Image Credits
18. Trivia

History

Ancient Times

In ancient times, the land that is now Attre was not as arid as it is today. Its present-day aridity is instead believed to be of semi-artificial origin.

According to the prevailing theory, the vrans, during their colonization of the North, deliberately altered the region in such a way that, over the course of centuries, it gradually developed the dry conditions that characterize it today.

This may have been intended as a means of increasing their chances of survival in the North should they ultimately fail to adapt fully to its natural environment. If this theory is correct, it would suggest that the vrans entered the Northern Kingdoms from the south, despite their ancestral homeland having been located somewhere to the east.

It would also imply that Attre was almost certainly the first region of the western coast of the North that they set foot upon. Much of vran history, however, was lost following the arrival of humans. As a consequence, none of these hypotheses can be confirmed with certainty, although many scholars consider them highly probable.

Pre-Human Times

Before the arrival of humans in what are now the Northern Kingdoms, the region that would one day become Attre was home to the last surviving vran state in the area.

Its longevity was largely the result of a combination of its climate and geography. Indeed, these conditions were such that even the elves, whose expansion had brought about the fall of former vrani places such as Loc Muinne, largely left the region untouched, considering its arid environment unsuitable for their preferred way of life.

As a consequence, this final Vran state endured until the arrival of the Nordlings during the 760s After the Resurrection. It eventually fell somewhat later as the Kingdom of Cintra expanded southward. The first Cintrian settlers, however, soon concluded that the territory held little value for them—at least at first glance—and abandoned it.

The region would remain largely unclaimed until the foundation of Attre a few decades later.

Pre-Nordling Times

Because the human populations that inhabited the Northern Kingdoms before the arrival of the Nordlings were both extremely small and nomadic, it remains uncertain whether they left any lasting trace in what is now Attre.

Indeed, these early human groups were so few in number that the non-humans later regarded the arriving Nordlings as the first humans to reach the region. Nevertheless, many scholars consider it reasonably likely, though far from certain, that these earlier peoples did pass through Attre.

The principal argument in favor of this hypothesis is that, by the time the Nordlings arrived, certain druids already possessed knowledge of arid landscapes and desert climates. This suggests that at least some individuals must have travelled through such regions.

If so, they appear to have done so quietly enough to avoid any significant contact—or conflict—with the vrans, leaving little more than indirect traces of their passage.

The Birth of Attre (First Half of the 9th Century A.R.)

Attre was founded during the 9th century After the Resurrection, making it one of the youngest Nordling states within the modern borders of the Northern Kingdoms. Its emergence was made possible because the region was an arid land that neither of its future neighbors or close countries—Cintra nor Nazair—had any desire to claim. As a result, it effectively became *terra nullius*.

Taking advantage of this situation, groups of people from both Cintra and what would later become independent Nazair, who opposed the War of Southern Cintra—the conflict that ultimately led to Nazair's independence—settled the territory during the chaos and established their own state.

Their ambition was to create a nation that would avoid becoming involved in the conflicts of its neighbors, preferring instead to live in peace and allow others to do the same. History, however, proved deeply ironic. Rather than remaining detached from the Northern Kingdoms affairs, Attre would go on to experience numerous ruling dynasties and become closely intertwined with the political struggles of the western coast.

The new state took the form of a principality. Its first ruling dynasty was founded by Breogán Attre, remembered by the epithet "*the Forgotten*." Both the capital and the country itself ultimately derived their names from his family surname.

According to various legends and rumors, Breogán was an illegitimate son of the House of Raven of Cintra. Because of both his illegitimacy and the potential damage it posed to the prestige of the royal house, he is said to have been exiled.

Since the first reliable Nordling historical records do not appear until well into the 11th century, much of his life remains obscure. In keeping with his epithet, he was, in many respects, "*forgotten by history*".

Although Breogán himself is generally regarded as a semi-historical figure, the settlement of Attre by exiles from Cintra and Nazair is supported by later evidence. Several noble families recorded in subsequent centuries retained names clearly reflecting those origins, including Henry, John, Rainfarn, and Windhalm.

These names display unmistakable Nazairi roots, more specifically among the Highlander clans of Nazair. Although those clans had not yet been unified into the future Nazairi state, by the first half of the 9th century, they had already begun interacting with—and in some cases integrating into— the future Nazairi

Nordling society.

A notable example is provided by the Nazairian ancestors of these noble families, who eventually migrated to what would become Attre during the already mentioned War of Southern Cintra, also sometimes known as the Nazairian War of Independence.

The Six Years' War and Attre's First Dynastic Change (830–836 A.R.)

In 830, conflict erupted between Abdank of Temeria and King Dranis of Cintra over control of the middle Yaruga River. Abdank secured support through alliances with various Temerian dukes, while Cintra mobilized its seaside princes.

As the war escalated, allegiances became increasingly fluid. Some Cintrian seaside princes sided with Temeria, while certain Temerian dukes aligned themselves with Cintra.

The conflict proved devastating for both sides until 836, when Raffard "the White", Abdank's court mage, successfully mediated between the two rulers and persuaded them to conclude a peace treaty in Brugge.

One of the princes involved in the conflict was Venger, the first historically attested Prince of Attre and the son of Breogán. Although he ruled an independent state, Venger had allied himself with Cintra, effectively placing Attre under Cintrian protection in exchange for official recognition of his father's legitimacy by the Cintrian Crown. This arrangement is generally regarded as both Attre's first *de facto* vassalage and one of the strongest pieces of evidence supporting the possible historicity of Breogán himself.

At some point during the war, however, Temeria succeeded in persuading Attre to change sides. According to later accounts, the Temerian government promised Venger not only the recognition he sought for his father, but even the throne of Cintra itself should Temeria emerge victorious.

Fate, however, had other plans. Neither side achieved a decisive victory. Instead, the conflict ended through the peace negotiations in Brugge as mentioned earlier. During those negotiations, Cintra demanded the exile of what it called "*the traitor*." As a result, once peace had been secured in 836, Venger was forced to leave Attre. The duchy subsequently ceased to be a Cintrian ally, only falling once again under its neighbor's influence many centuries later.

Venger then travelled to the lands that would eventually become the Kingdom of Aedirn, where he founded the city of Vengerberg, established the kingdom itself, and became the progenitor of its royal dynasty. The country, however, would not receive the name Aedirn until the accession of his granddaughter Aedirneen. Until then, it was known as Vengermain.

Following Venger's exile, Attre entered a four-year interregnum. The throne was eventually claimed by the House of Bouza, which became the duchy's second ruling dynasty and remained in power for approximately one century, until 940, when it was succeeded by the next royal house.

The Crisis of Peace (840–940 A.R.)

Following the accession of the new dynasty, Attre entered the historical period known as the Crisis of Peace.

This was, above all, an economic crisis that intensified gradually over the course of a century. Its root cause was the duchy's forced transition from a well-established wartime economy—the previous conflict having lasted for more than five years, long enough for such an economy to become stable—to a normal peacetime economy.

The fact that the crisis took almost a century to reach its full severity was due primarily to Attre's climate and to the fact that many aspects of Attrean society had not yet fully developed. As a result, both the population and the state were compelled to maintain the appearance of a wartime economy until the country's own institutions and way of life had matured.

It should be remembered that Attre itself had only been founded during the first half of the 9th century, and therefore, at the latest, in the 820s. Ultimately, the crisis brought about the downfall of the House of Bouza.

At the height of the economic collapse, with poverty reaching extreme levels, ambitious members of the nobility financed a popular uprising that deposed the last prince of the dynasty, Dosi Bouza, and placed the House of Dastres upon the throne. The Dastres would in turn rule for approximately one century, from 940 to 1040.

Ironically, it was this very crisis that laid the foundations for Attre's future reputation as a land of philosophers. Determined to prevent such a catastrophe from ever occurring again, the new rulers invited philosophers from the distant

Kingdom of Etolia, believing that philosophy, as the mother of all sciences, could provide the intellectual framework needed to build a more stable and resilient state.

The Golden Age of Attre (940–1040 A.R.)

The century under the rule of the House of Dastres was far from a troubled one.

On the contrary, many historians refer to this period as the Golden Age of Attre, owing to the remarkable prosperity it brought to the principality. Indeed, before Kovir rose to become the great commercial and maritime power for which it is now renowned, Attre occupied that position. It should be noted, however, that it still ranked below Etolia, which at the time remained the dominant power in virtually every respect.

This golden age eventually came to an end for two principal reasons. The first was a policy of excessive economic liberalism, which enabled other coastal states to adopt—and ultimately improve upon—the commercial practices that had made Attre successful. Cidaris, among others, was one such beneficiary.

The second was a dynastic crisis. The last reigning member of the House of Dastres, Princess Ádega Dastres, was homosexual and left no heirs. Her death triggered a major succession crisis, which escalated into a prolonged civil war. The conflict severely weakened the principality, leaving it vulnerable to external influence and ultimately paving the way for Cintra to establish political dominance over Attre.

The Two Hundred Years' War, or the Attrean Civil War (1040–1210s A.R.)

Although it was not, strictly speaking, a two-hundred-year war—falling roughly three decades short of that mark—the principality descended into the longest conflict ever witnessed in the Northern Kingdoms, the Attrean Civil War.

Over time, Attre's strategic geographical and geopolitical position drew the attention of both neighboring and more distant states, each of which began supporting rival dynasties competing for the throne. In practice, the conflict evolved into a sixteen-sided war, with virtually every faction fighting every other. Among the foreign powers financing the competing claimants was Cintra.

Fortunately for the Cintrian Crown, it backed the eventual victors: the House of

Cibes. By the war's end, however, Attre had been left utterly devastated, while Cintra had invested enormous resources in supporting its allies. In exchange for financing the duchy's reconstruction and relieving its accumulated debts, the House of Cibes agreed to become Attre into a vassal of Cintra.

This marked the true beginning of Attre's period as a Cintrian vassal. During the earlier Six Years' War, Attre had been, at least legally, little more than a protectorate, even if in practice it had already behaved as a vassal. Now, however, it was a vassal both in law and in fact. In time, thanks to its reputation as an exceptionally loyal vassal, Attre was elevated from a principality to a duchy.

It is also worth noting that, during the civil war itself, Attre effectively ceased to exist as a unified state. Instead, it fragmented into a collection of city-states, collectively known as the Attrean Belt, each ruled by a different dynasty.

This political fragmentation would later be reflected in the title of lord/lady, which was established following the reunification of the country. The House of Cibes remained in power until 1267, when its last ruler, Wildham Cibes, better known as Windhalm of Attre, was executed by Nilfgaard.

The Arrival of the Zerrikanians (1210s–1230s A.R.)

During this period, Zerrikanian exiles fled the distant eastern matriarchy and arrived on the western coast in search of refuge, intending to remain abroad until their mage-queen had been overthrown. While many settled elsewhere along the southern reaches of the western coast, a significant number chose Attre, both because of its accessibility and because its climate and landscape reminded them, to some extent, of their homeland.

At some point during this period, the Zerrikanian Embassy was established in an effort to persuade the exiles to return home without provoking an international dispute. These efforts ultimately proved unsuccessful.

The Zerrikanian community endured until the 1300s, by which time most of the original exiles had died of old age, while nearly all of their descendants—whether of mixed ancestry or not—returned to Zerrikania.

Even so, their legacy survived not only culturally but also ethnically. Attre ultimately became home to a new ethnic group: the Ayní'chavii—a Zerrikanian term meaning *Children of the Light*. In Nordling Common, the name gradually evolved into the corrupted form Aynchabi.

The War of the Lioness (1232 A.R.)

In 1232, Attre, by virtue of its status as a vassal of Cintra, took part in the conflict known as the War of the Lioness, which pitted Cintra against Nazair.

Following Cintra's victory, the young Queen Calanthe of Cintra granted Attre the right to incorporate the Cintrian Lion into its coat of arms as a mark of gratitude for its support during the Battle of Hochebuz, the decisive engagement that brought the war to an end and secured the Cintrian victory.

In the aftermath of the battle, although Attre remained a vassal of Cintra, it gradually came to be regarded by the Cintrian Crown as more of an equal than a subordinate state. This shift in perception was reflected in the inclusion of the Cintrian Lion in Attrean heraldry. Over time, relations between the two countries became so close that members of the Attrean nobility would even put themselves forward as suitors for marriages into the Cintrian aristocracy.

Pavetta of Cintra's Birthday Celebration (1252 A.R.)

Twenty years after the end of the War of the Lioness, Attre's standing within the Cintrian sphere had risen to such an extent that, despite remaining a vassal, it was regarded by Cintra as virtually an equal. As a result, the Duke of Attre sent his thirteen-year-old son, Windhalm, to the fifteenth birthday celebration of Princess Pavetta, daughter of Queen Calanthe, as a suitor.

The marriage proposal was intended to strengthen the already close ties between the two countries and, perhaps, even lay the foundations for a future state born from the de facto equality between Attre and Cintra, despite their unequal status in law. The attempt ultimately failed.

Unknown to those present, the princess was already in love with—and pregnant by—Urcheon of Erlenwald, the man who would later become the Nilfgaardian emperor Emhyr var Emreis. The two had been secretly meeting for approximately a year.

A second attempt would later be made with Pavetta's daughter, Cirilla, but it too proved unsuccessful.

The First Northern War (1263 A.R.)

In 1263, the Nilfgaardian Army, led by Menno Coehoorn, crossed the Amell

Mountains through the Marnadal Stairs on the orders of Emperor Emhyr var Emreis. A full-scale invasion of the North was launched, starting in the Battle of Marnadal, where the Cintrian Army was defeated at the mouth of the pass and King Eist Tuirseach was killed.

The Nilfgaardian forces then advanced north through Erlenwald before capturing Cintra, where they sacked the capital. Queen Calanthe took her own life rather than be captured, and much of the royal family perished during the fall of the kingdom.

Attre, however, was not affected to the same extent as Cintra. After Nilfgaard attacked several of its outlying cities, the duchy surrendered, continuing to recognize the authority of the Kingdom of Cintra, despite the fact that it had fallen under Nilfgaardian occupation.

Owing to the suddenness of the invasion, Attre was unable to send military assistance to its liege lord. This failure would later sow the seeds of the Attre Rebellion, whose stated objective would be to restore the independence of both Attre and Cintra.

It is important to note that, despite the conquest, Attre had not yet become a Nilfgaardian proxy state. The Nilfgaardian occupation of Cintra lasted only a short time and the conditions that would later transform Attre into a proxy state did not emerge until after the Attre Rebellion.

Following the Imperial defeat, Cintra, though left without its royal dynasty, regained its independence, and Attre did so alongside it. Indeed, in the aftermath of the war, some members of the Attrean nobility even considered claiming the vacant Cintrian throne, following the destruction of the kingdom's ruling house.

The Second Northern War (1267–1268 A.R.)

In many respects, the Second Northern War was a repetition of the first. Having already endured its prolonged civil war followed by the First Northern War, Attre lacked the strength to resist another Nilfgaardian invasion. As a result, the duchy once again surrendered to the Imperial forces.

Behind the scenes, however, Attrean leaders began preparing a rebellion, both within Attre itself and in Cintra. With the Cintrian Crown extinguished, some among the Attrean leadership saw an opportunity not only to restore the independence of both territories but also, potentially, to expand Attre's lands by

taking advantage of the political vacuum left by the absence of a reigning Cintrian dynasty.

The Attre Rebellion (July 1267 – Summer 1268 A.R.)

By the middle of the conflict, the Attre Rebellion had begun. It was led by the twenty-eight-year-old Wildham, son of the former reigning Duke of Attre.

The rebellion first erupted in Attre in July 1267 before spreading into neighboring territories, including Mag Turga, the Slopes, and Strept. It became one of the final major uprisings of the Second Northern War. The revolt even reached the Skellige Isles, where Crach an Craite, Jarl of Ard Skellig, led expeditions against Nilfgaardian forces in support of the rebellion.

For several months, the uprising appeared to be on the verge of success. Everything changed, however, in the middle of the following year.

The rebellion came to an end in the summer of 1268, when Emhyr var Emreis, married the False Ciri. The marriage fundamentally altered the political situation, leading the rebels to surrender and accept Nilfgaardian authority in exchange for a new amnesty.

The collapse of the rebellion was also compounded by the capture of its leader, Wildham. Determined to discourage any future uprisings, Emhyr var Emreis ordered Wildham's public spectacular execution in Cintra, intending it to serve as a warning to all who might consider challenging Imperial rule.

Windhalm captured by the Nilfgaardian forces

The Period as a Nilfgaardian Proxy State (1268–1290s A.R.)

Rainfarn fi

Owing to the recent conclusion of its civil war, followed almost immediately by the Northern Wars and their devastating consequences, Attre was unable to achieve the recovery that had been envisioned under its vassalage to Cintra.

This led to a renewed attempt to regain its independence through the failed Attre Rebellion. The uprising was ultimately brought to an end following the marriage of Emhyr var Emreis and the False Ciri.

Fighting for an Proxy Attre

At the same time, the Nilfgaardian court promised Attre's ruling elite that the Empire would finance the country's reconstruction, provided that Attre acknowledged the superiority of Nilfgaardian culture and gradually began a process of Nilfgaardianization. The long-term objective was to secure the territory through cultural integration rather than outright annexation.

Given the country's desperate condition, these terms were accepted. Thus began Attre's period as a proxy state of the Nilfgaardian Empire, together with a process of subtle Nilfgaardianization. Because this policy had been accepted voluntarily, and because Attre technically remained outside the Empire's formal borders, its implementation was considerably less coercive than in directly governed territories. The process initially focused on the upper classes before gradually spreading to the wider population.

The only measures imposed more directly were the settlement of Nilfgaardian colonists—not to seize the territory, but to help repopulate Attre after it had lost approximately 40% of its male population—the selection of a new ducal dynasty, the var Attre family, Nilfgaardianized nobles chosen to oversee the country's reconstruction because of their reputation for administrative efficiency, and the granting of extensive privileges over Attre's ports.

Until Attre regained its independence, these ports functioned as an almost exclusive sphere of Nilfgaardian commercial activity, allowing the Empire both to profit from trade and to use them for broader strategic purposes as partial repayment for the costs of reconstruction.

The Kerack Refugee Crisis (1271–1272 A.R.)

During the Third Northern War, Kerack dispatched much of its garrison to support the Nordling armies fighting on the front lines. This left the kingdom's defenses severely weakened, exposing it to repeated raids by the clans of Skellige. At the same time, the Catriona Plague devastated the country, sowing the seeds of its eventual collapse.

As a consequence, large numbers of Keracki refugees fled to neighboring territories, particularly Attre, owing to its geographic proximity. In Attre's case, these refugees joined the already present population of foreign Nordlings residing within the duchy.

Because many of those who escaped were members of the elite, scholars, or

other highly capable individuals, their migration unintentionally contributed to the final decline of Kerack, the only patrimonial monarchy among the Northern Kingdoms. At the same time, their arrival enriched Attrean society by adding yet another layer to its growing pool of talent and expertise.

Attre in the Third Northern War (1271–1272 A.R.)

During the Third Northern War, Attre did not take part in the conflict as a direct belligerent. Instead, it primarily served as a base of operations for the Nilfgaardian Empire during its campaign to conquer the remainder of the Northern Kingdoms.

Its military contribution was limited to the deployment of a small number of mercenaries in various campaigns, as well as the use of mage-assassins to eliminate lesser and middle-ranking nobles in foreign countries. The latter practice was indirectly encouraged by the Empire, both to facilitate its military advance and to provide a justification for the arrival of the Imperial Mage Hunters.

Their mission was to conduct a comprehensive registry of all potentially dangerous magic users within Attre, with the aim of preventing a second Attre Rebellion in the future. The policy proved effective, as no second rebellion against Nilfgaardian influence ever took place.

Attre During the Witch Hunts (1272–1276 A.R.)

Attre did not experience the Witch Hunts in the same way as much of the Northern Kingdoms. The reason was straightforward: during this period, Attre remained a vassal of Cintra, and Cintra itself was united with the Nilfgaardian Empire through marriage.

Rather than being subjected to the Nordling Witch Hunters, the duchy was placed under the authority of the Imperial Mage Hunters. Although they pursued objectives similar to those of their Nordling counterparts, they did so without the same degree of religious fanaticism. As a result, the majority of Attrean mages chose to flee to Kovir in order to avoid being investigated and registered by the imperial authorities.

Indeed, they became the first wave of mages to seek exile in Kovir. The only mages who generally remained in Attre were foreign nationals, as the Empire wished to avoid provoking unnecessary diplomatic incidents with other states.

The Independence of Attre (1290s A.R.)

Attre's independence was the result of two key factors.

The first lay in the duchy's legal status within the Empire, together with the death of Emhyr var Emreis during this period. Emhyr left no direct heirs, and the imperial throne passed instead to Morvran Voorhis, who, while related to him, was not his direct successor.

As a consequence of Emhyr's death, the union with Cintra—which had existed through his marriage to the False Ciri—was dissolved. This abruptly halted the subtle process of Nilfgaardianization that Attre had undergone since the Second Northern War, a process that had lasted for nearly three decades, leaving the duchy with a distinctly syncretic culture.

Although the Empire could have launched another campaign against the Northern Kingdoms in an attempt to retain the territory, it chose not to do so. Having already lost three Northern Wars, the Nilfgaardian leadership feared that another conflict would provoke serious internal instability.

The second factor emerged after Cintra regained its independence. Despite the Iron Judgment having entered its final, declining phase, and Redania itself being on the verge of retreating to its pre–Third Northern War borders, Radovid V sought to seize Cintra under a variety of justifications.

He invoked both dynastic claims and strategic necessity, arguing that annexing the duchy would prevent a possible Fourth Northern War and allow him to continue "*protecting the North*," as he claimed was his duty.

These ambitions ultimately led to Redania's invasion of Cintra. The offensive was eventually halted by various condottieri companies, most notably the Iron Falcons, who had spent the entirety of the Iron Judgment fighting for a North free from the domination of the Redanian monarch.

The conflict, in turn, produced a large wave of refugees. Most of these fled toward Attre. Given the duchy's small size, the sudden influx of people pushed it to the brink of collapse. Faced with an unsustainable refugee crisis, the Attrean authorities concluded that their only viable means of survival was to end their vassalage, regain control over their own borders, and prevent further mass migration. Thus, after many years as a dependent state, Attre declared its independence once again.

Following the end of the Iron Judgment, Cintra emerged so weakened that it never again attempted to restore its suzerainty over Attre. This was also due to the fact that, although Radovid V failed to conquer Cintra outright, he nevertheless secured a partial political victory by placing a ruler favorable to Redania upon the Cintrian throne. From that point onward, Cintra's political orientation shifted toward Redania rather than toward reclaiming Attre.

The Haaki Invasion of the Northern Kingdoms (1350 A.R.)

During the Haaki Invasion of the Northern Kingdoms, Attre was only minimally affected by the hordes of steppe warriors from the Far East, largely because the country's climate and geography held little appeal for them.

As a result, the duchy suffered losses broadly comparable to those it had experienced during the First Northern War, namely the loss of several outlying cities, though this time Attre did not surrender. Instead, it became a member of the Northern Front, the coalition formed to repel the Haaki invasion.

Because Attre had emerged from the invasion in a considerably stronger condition than many of the other territories affected, a significant number of its generals were entrusted with command positions within the coalition's armies during the campaign to drive the invaders back.

Distant Future

Like the rest of the Northern Hemisphere, Attre would eventually succumb to the glaciation that came to cover much of the Old Continent—the White Frost, long foretold by the elven seer Ithlinne.

Ironically, in the centuries leading up to the glaciation, Attre became progressively greener, gradually recovering the lush landscape it had once possessed in ancient times before the coming of the Frost.

Borders

The duchy shares borders with Cintra to the north, east, and south, while its western frontier lies along the Great Sea.

From Attre's coast, it is possible to sail to the Vigilia, or the Grand Marquessate of Vigilia, an archipelago consisting of four islands.

As both its name and status suggest, the archipelago serves as Attre's maritime watchpost, acting as the duchy's first line of defense against seaborne invasions. Vigilia forms an integral part of Attre.

Climate

Attre's climate is an anomaly along the northern western coast of the Old Continent. Rather than the temperate climates typical of the region, Attre is characterized by an arid climate.

This results from a combination of several factors, including strong coastal winds that carry sand inland and create extensive dune systems, low precipitation caused by a rain-shadow effect**, in which nearby mountains and elevated terrain block moisture-laden air, and cold ocean currents, which reduce the amount of moisture that evaporates from the sea and, consequently, the amount of rainfall reaching the adjacent coastline.

Despite its aridity, however, Attre is not the Korath. The nearby sea moderates temperatures, producing warm, dry summers and cool, mild winters.

The duchy also experiences marked seasonal variation. During spring and summer, Attre enters a dry season, when much of the landscape becomes parched and desert-like. By contrast, autumn and winter are comparatively wetter, bringing periodic rainfall across the region.

Geography

Attre's geography is characterized primarily by its flat terrain, as the duchy consists almost entirely—though not exclusively—of desert landscape.

As one travels northward toward Cintra, the desert gradually gives way to rolling hills and small mountain ranges, where the landscape becomes increasingly green.

These mountains play a crucial role in Attre's climate.

Together with the eastern Furnace Mountains—so named because they are fundamental to the duchy's climate and, like a furnace, dry the land—they block the moisture-laden air arriving from the north, preventing Attre from sharing the lush landscapes found throughout the rest of the Northern Kingdoms.

Much of the coastline is also bordered by another mountain chain that help —to a lesser extent— to create the arid climate by blocking the moisture-laden air (in this case from the sea) known as the Lighthouse Mountains. Their name derives from their position directly along the coast, where they seem to watch over the sea like a lighthouse.

Magical Orographic Characteristics

Despite its arid landscape, Attre is traversed primarily by Water Ley Lines, together with Fire and Earth Ley Lines, as well as by the various para-elemental lines associated with them.

These para-elements may occur independently, though they are most commonly found at the intersections of two Ley Lines of different elements, where they mix giving rise to something new. Although their influence is relatively subtle compared to that of the duchy's geography and climate, these semi-physical channels from which magic permeates the material world nevertheless contribute to shaping Attre into what it is today: a remarkable climatic anomaly within the otherwise green Northern Kingdoms.

Government

For most of its history, Attre was governed as a feudal monarchy.

It was initially established as a principality, before later being elevated to the status of a duchy. Following the period of subtle Nilfgaardianization, however, its system of government evolved into an absolute monarchy.

Administrative Division

Owing to the circumstances of its foundation, Attre is divided into marches, each governed by a marquess. The duchy is currently composed of six marches, the most recent addition being the Grand Marquessate of Vigilia.

Above the marquesses stands the Duke. Beneath them exists a hierarchy of lesser noble titles, culminating in the rank of lord or lady, the lowest title within the Attrean nobility. Lords and ladies function as the hereditary rulers of cities, towns, and their surrounding villages, exercising authority for life unless removed by a higher-ranking noble.

The same principle also applies to higher offices, including the marquesses themselves.

The administrative hierarchy is therefore structured as follows: Duke → Marquesses → Various Lesser Noble Titles → Lords/Ladies (the lowest rank of the Attrean nobility).

Coat of Arms

The coat of arms of Attre has changed throughout its history as successive dynasties adopted their own heraldic designs.

The most widely recognized version, however—and the one that remained in use after Attre regained its independence—consists of a yellow field, symbolizing the country's arid climate. Across the center runs a broad red horizontal band, representing the coastline, the principal inhabited region of the duchy. Above it is a red zigzag line, symbolizing the low mountain ranges that stretch across the northern part of the country.

Culture

Age of Majority

In Attre, the age of majority differs according to sex.

Men are legally considered adults at fourteen years of age, while women reach the age of majority at seventeen.

These ages reflect the traditional Attrean belief that each sex reaches a sufficient level of physical and social maturity to assume the responsibilities of adulthood at those respective stages of life.

Accessories

Both Attrean men and women commonly wear accessories as part of their everyday attire.

Men typically wear rings, which symbolize their status within their social class. They may also wear short earrings, representing the level of social achievement that others of their class expect them to attain.

Women, by contrast, commonly wear tiaras and long earrings, which serve the same symbolic functions as rings and short earrings do for men.

These accessories are typically crafted from aluminium or from alloys containing aluminium, owing to the metal's ability to reflect up to 98% of radiant heat, making it particularly well suited to Attre's climate.

Alchemy

Thanks to the community of Zerrikanian exiles settled within the duchy, Attre has become, despite its relatively small size and limited political importance, the foremost center of alchemy in the Northern Kingdoms.

This prominence stems largely from the knowledge introduced by the Zerrikanian exiles in the country, whose expertise profoundly influenced the duchy's development in the field.

Architecture

Attrean architecture is characterized by a blend of several architectural traditions.

Its foundation lies in the Proto-Aedirnian style, as Prince Venger would later found the Aedirnian dynasty, bringing this architectural tradition with him to what would become Aedirn, where it eventually evolved into the style now associated with that kingdom.

To this foundation were added strong Cintrian influences, somewhat lesser Nazairi elements, and, later, a significant—though less dominant than the Cintrian—Nilfgaardian influence during Attre's period of subtle Nilfgaardianization.

The most distinctive feature of Attrean architecture, however, is the widespread use of various shades of blue, particularly lighter tones, across virtually all buildings.

This serves a dual purpose.

First, the lighter colors help reflect heat, making buildings more comfortable in Attre's arid climate and second, they allow coastal settlements to blend visually with the sea when viewed from a distance, making them more difficult to distinguish from the surrounding waters and thereby reducing the likelihood of

attracting the attention of pirates, corsairs, and other maritime raiders without the need for direct military defense.

Art

Attre follows broadly the same cultural and artistic trends as the rest of the Northern Kingdoms. Its most distinctive characteristic lies in its musical traditions, where genres centered on improvisation are generally favored over those based on rigid or highly structured compositions.

Clothing

Clothing in Attre tends to be slightly looser-fitting than that worn elsewhere in the Northern Kingdoms.

This is especially noticeable around the sleeves, collar, and upper chest, where garments are designed to promote airflow and provide greater comfort in the duchy's arid climate. As a result, Attrean clothing often appears to hang more loosely on the body than garments from other Northern Kingdoms.

In addition, Attrean attire rarely consists of more than one or two layers, reflecting the practical demands of the local environment.

Contraceptive Methods

Owing both to its anti-taboo mentality and to the fact that alchemy is more highly developed in Attre than in most other Northern territories, the duchy is renowned for its wide variety of methods of preventing conception. These methods are intended solely to prevent pregnancy and do not protect against sexually transmitted diseases.

Most Attrean contraceptive techniques focus on altering male physiology rather than female physiology. This emphasis is due, in part, to the influence of the duchy's Zerrikanian minority, whose matriarchal culture has left a lasting mark on Attrean alchemical practice.

Because these methods are expensive to produce and administer, they are employed primarily by the nobility, who are generally the only members of society able to afford them.

Cultural Details

Due to its history, Attre is widely regarded throughout the Nordling cultural sphere—from Kovir to Ebbing—as the foremost center for the study of philosophy.

Indeed, many of the most renowned philosophers to graduate from institutions such as the Academy of Oxenfurt were taught by professors originating from Attre, who had been recruited—though many Attreans prefer to say poached—from institutions such as the Most Excellent Pensieve of the City of Attre.

The Pensieve occupies a position somewhere between a university and an academy. Its method of teaching philosophy combines the development of independent critical thought with an educational approach centered on the careful, thorough, and attentive analysis—rather than mere nitpicking—of the foundational philosophical texts of the Northern Kingdoms.

As a curious historical detail, the institution's reputation reached, albeit faintly, even the heart of the Nilfgaardian Empire. During the Attre Rebellion of 1268, the Pensieve was the only building in the capital left completely undamaged by the Nilfgaardian forces. The imperial commanders believed that destroying it would not pacify the Attreans, but instead provoke their fury to an unprecedented degree.

Philosophy

Attrean philosophers were, in their formative period, heavily influenced by the philosophical tradition of the Kingdom of Etolia, back when it was still an independent country. This was largely because Etolia represented the leading power of the western coast prior to the rise of Nilfgaard—excluding, by virtue of its far greater antiquity, the Imperium that had preceded Etolia.

Its influence, however, should not be interpreted as meaning that Etolia necessarily produced the greatest philosophers. Rather, it was simply the most influential philosophical tradition available to Attrean thinkers during the formative centuries of their own intellectual development.

Cuisine

Attrean cuisine differs from that of other territories—including other coastal countries of the Northern Kingdoms—through its very limited consumption of meat. Instead, fish and eggs serve as the principal sources of protein.

The duchy's cuisine also makes extensive use of fruits, vegetables, and cultivated plants adapted to arid climates, ingredients that are largely unavailable elsewhere in the North. Thanks both to the influence of immigrant communities—particularly the Zerrikanians—and to Attre's long maritime tradition, its cuisine is also notably rich in spices. These spices, however, are generally aromatic rather than hot, emphasizing subtle flavors instead of intense heat.

Food is most commonly prepared *à la Attrean*. This traditional cooking method combines frying and baking, with dishes typically undergoing both processes during different stages of preparation.

Currency

During its period as a vassal of Cintra, Attre used the Cintrian ducat. Later, throughout the duchy's period of Nilfgaardian influence, the Nilfgaardian floren likewise entered circulation.

From its earliest days, however, Attre also maintained its own native currency, although its status changed over time. While the duchy remained a vassal state, it functioned solely as a domestic currency. Following Attre's independence, however, it became the duchy's principal currency. This currency is known as the Wave.

It is minted from blue gold—an alloy composed of 75% gold and 25% iron. This composition gives the coin greater structural stability, although it also limits its intrinsic value, as the relatively high iron content prevents it from achieving the same purity and worth as conventional gold coinage.

Customs

Attre possesses a great many customs, making it impossible to describe them all in general terms.

What can be said is that most of them are syncretic, combining Cintrian and Nilfgaardian traditions, or blending native Attrean practices with customs introduced by foreign communities.

Among the few customs that are considered uniquely Attrean—and certainly one of the most significant—is the way children are spoken to. Rather than using infantilized language, neither are they addressed exactly as adults.

Instead, they are treated as people in the process of learning and growing, not as

unintelligent simply because they are young. The same principle extends to people with disabilities, specially children.

Indeed, this outlook is so deeply rooted in Attrean culture that the concept of scolding children as it exists elsewhere is largely absent. Rather than relying on reprimands, Attreans generally approach children through the assumption that they are capable of understanding when something is explained to them appropriately.

Daily Life

Attreans are widely known for rising early.

Depending on whom one asks, they are often described by foreigners as being either exceptionally hardworking or remarkably lazy.

This apparent contradiction stems from the structure of everyday life within the duchy. The working day typically begins at around 6:00 a.m. and ends at approximately 2:00 p.m. The remainder of the day is devoted largely to leisure, family life, and personal pursuits.

In practice, this results in a rhythm of roughly nine hours dedicated to work and nine hours reserved for free time.

Discrimination

As in much of the Northern Kingdoms, discrimination in Attre is primarily directed toward non-humans. Among them, vrans endure the greatest prejudice. Although their population in Attre is larger than elsewhere in the North, they remain an extremely small and nearly extinct minority. Their markedly reptilian appearance and physiology make them seem more alien to humans than other non-human peoples.

By contrast, dwarves and gnomes are generally treated more favorably, having become better integrated into Attrean society over the centuries. The same is true of the also nearly extinct orcs, who, despite remaining non-humans, are comparatively well regarded because of their widely recognized code of honor.

Alongside prejudice against non-humans, Attre also displays a degree of national arrogance toward foreigners. This attitude is generally regarded as a lingering consequence of the duchy's period of Nilfgaardianization. Even so, it is considerably less severe than the discrimination experienced by non-human

communities.

Domestic Animals

Dogs and cats remain the most common domestic animals in Attre, as they do throughout the rest of the Northern Kingdoms. In Attre's case, however, the most widespread breeds are those adapted either to arid climates or to coastal environments, sometimes even both.

Beyond these animals, chinchillas are particularly noteworthy. They are popular household pets—although, like dogs and cats, they were originally introduced from somewhere, in their case, from the Highlands of Nazair—especially among the nobility. Indeed, Attre's climate has allowed breeders to develop a distinct subspecies, the short-haired chinchilla (*Chinchilla attriensis domestica*).

Parrots are also common. They were brought to Attre by the Zerrikanian exiles community and have since become especially popular among sailors and fishermen.

In fact, the famous parrot Field Marshal Duda, once owned by the dwarf Zoltan Chivay, belonged to an Attrean breed—more specifically, an Attrean Green—a variety renowned for its highly obsessive behavior.

Education

As throughout the rest of the Northern Kingdoms, education in Attre is primarily the domain of the upper classes.

Education is not limited solely to academies or universities, however. Instead, it is divided into schools, shaplaces, and universities or comparable institutions.

Shaplaces—a name derived from the words *shape* and *place*—serve to refine and further develop the particular talents in which a student excelled during their schooling. By the time students reach a university or one of its equivalent institutions, their natural aptitudes have already been carefully cultivated, allowing higher education to produce the finest possible professionals in their chosen fields.

In this sense, the university represents the final stage in developing what each student is naturally best suited for.

Sources are the sole exception to this educational path. Because they may be

born into any social class, and because their nature may manifest at a very early age, they are removed from the standard system and educated separately.

Equipment

Equipment in Attre—including both weapons and armor—is primarily manufactured from invar, an alloy that undergoes very little expansion or contraction in response to temperature changes, making it particularly well suited to the duchy's climate.

Many Attrean suits of armor, however, incorporate a distinctive—though not critical—design feature. They are fitted with numerous tiny ventilation holes, intended to improve airflow and prevent the wearer from overheating under the intense heat of Attre.

While highly practical within the duchy itself, this innovation also creates a potential weakness. Although the openings are far too small for an arrow to pass through, a well-aimed dart—particularly one coated in poison—may penetrate one of these apertures and prove lethal.

Despite this drawback, this style of armor became highly popular among Nordling mercenaries who travelled to Zerrikania during the second half of the 13th century. Its ability to provide effective protection while remaining practical in climates so unlike those of the Northern Kingdoms made it especially valued in the distant matriarchy.

Entertainment

All forms of entertainment commonly found throughout the western coast of the Old Continent are also present in Attre, including arenas. In Attre, however, arena spectacles never feature combat against animals or monsters, nor are they ever fought to the death.

Of all forms of entertainment, the circus is by far the most popular. Indeed, Attre is home to more permanent circuses than any other territory on the western coast, a direct reflection of their enduring popularity among the local population.

Intelligence Service

Attre maintains its own intelligence service, one of the oldest in the Northern

Kingdoms. Throughout its history, the organization has been dissolved and later re-established on several occasions, depending on the political circumstances of the time. It is officially known as the Vital Information Service, though it is informally referred to simply as "*the Conch*."

Justice

The Attrean justice system may best be described as a more complex, yet at the same time more literal and ultimately simpler version of Gemmerian justice.

It is more complex because legal proceedings typically involve lengthy trials, deliberations, and judicial review. Yet it is also more literal—and, in many respects, simpler—because, as a relatively small state, Attre cannot afford the long-term expense of maintaining prisons and supporting prisoners.

As a result, punishments differ significantly from those found elsewhere. Whereas in Gemmeria, if someone steals, they are compelled to repay the victim with something of equal value, in Attre the sentence is, quite literally, to allow oneself to be robbed. If a person commits murder, the victim's relatives are not permitted to kill the offender's family or another substitute. Only the murderer may be executed. If someone is convicted of corruption, the sentence requires them to do the opposite of the crime: to display exceptional generosity until they have, in Attrean terms, "*purged*" themselves. Likewise, if a person is found guilty of abuse, they must submit to the same treatment at the hands of the individual they previously abused.

In short, if Gemmerian justice may be summarized as "*an eye for an eye*," then Attrean justice is better expressed by the principle: "*Do not do to others what you would not want done to yourself.*"

Magic

Magic in Attre follows the same general pattern found throughout the western coast of the Old Continent. It remains the domain of mages, and magical education is conducted through academies.

Attre, however, presents one notable exception. The duchy has no lesser magical academies for women. This is because the cost of travelling by sea to Aretuza is comparatively low, making the establishment of a local female academy unnecessary. The situation differs for men.

Reaching Ban Ard in Kaedwen overland is considerably more difficult due to the great distance involved. As a result, Attre maintains its own academy for male mages, named Antúbel, which is located in the capital city that gives the country it´s name, that is, the city of Attre.

Mentality

The Attrean mentality can best be described as open-minded and, at times, excessively curious. Attreans tend to be quiet, though never cold or distant. They are unaccustomed to raising their voices and are known for a gentle kindness that is sometimes mistaken for weakness, but which in reality reflects a strong sense of composure and good manners, found even among the humblest members of society.

They are deeply loyal to their own people, though far less so to outsiders, a trait that contributes to the duchy's reputation for a certain degree of national pride.

Attreans also follow a code of conduct that very few foreigners truly understand. To some, it makes them appear unusually permissive; to others, excessively rigid. In reality, it is neither. Rather, it is the expression of a form of diffuse pragmatism.

They value peace, tranquility, and order, though not one imposed through dogma. Life in Attre may best be likened to a spring or summer day accompanied by a gentle breeze. Yet, like that breeze, Attreans are capable of changing direction whenever they believe it necessary.

They are guided not by impulse, but by something far more difficult to define: intuition. This characteristic permeates their everyday lives.

Most Attreans possess remarkable self-control, remaining calm even under considerable pressure. Should that restraint finally give way, however, they are capable of displaying an extraordinarily fierce temper. Even a Gemmerian, renowned for their own intensity, might not be frightened by such an outburst, but would almost certainly find it surprising. From the Attrean perspective, completely surrendering to rage represents a reduction of oneself to the level of an animal governed solely by instinct, rather than by the higher faculties that their culture prizes.

Ironically, this emphasis on intuition, combined with the Attrean tendency toward quietness and reserve, has also given rise to a number of relatively negative stereotypes, particularly concerning Attrean men.

Military

For much of its history, Attre's military closely resembled those of the neighboring Northern Kingdoms, particularly Cintra, Nazair, and Verden.

Following the period of Nilfgaardianization, however, the duchy adopted many features of the Imperial Army's organization and doctrine while preserving much of its earlier military identity.

The result was the emergence of a distinct military tradition that blended both influences into something uniquely Attrean. Despite the duchy's relatively small size, this evolution gave rise to one of the finest armies within the modern borders of the Northern Kingdoms.

Among the Northern Realms, it is generally considered second only to Kovir, whose military benefits from the extensive use of mercenary companies employing a wide variety of combat traditions, and Skellige, whose unique approach to warfare remains difficult for conventional armies to match.

Number of Children per Woman

The average number of children per woman in Attre is four. This relatively high figure is primarily the result of slightly higher infant mortality rates than those found elsewhere in the Northern Kingdoms, a consequence of the duchy's climatic conditions.

Prostitution

Somewhat surprisingly, prostitution is legal in Attre.

Likely influenced by the duchy's long-standing reputation as a land of philosophers, the profession is regulated by an extensive legal framework designed to address and minimize many of the problems associated with it in other parts of the western coast. Indeed, cabarets are said to have originated in Attre, emerging from the duchy's distinctive approach to the profession and the social role it came to occupy.

Society

As a relatively small state, Attre is no longer organized as a feudal society, unlike many other countries of the Northern Kingdoms. Instead, its social organization

largely reflects that of an absolute monarchy.

It should be noted, however, that Attre was once a feudal society. Its later transformation into a more centralized social order was a direct consequence of the duchy's period of Nilfgaardianization.

Social Structure

Like many other societies in the Northern Kingdoms—and indeed throughout the world—Attre's social structure is pyramidal, divided into estates.

Unlike many comparable countries, however, due to having a absolute monarchy structure it offers greater social mobility. But the principal distinction lies at the very top of the hierarchy. Rather than being ruled by a king, Attre is headed by a duke.

Slavery

Although officially prohibited under Attrean law, slavery exists in Attre in a limited legal form, making it one of the few Nordling states in which the practice is done. This institution is generally regarded as a legacy of Nilfgaardian influence. In Attre, slavery is primarily reflected in certain judicial sentences.

If an employer is found guilty of exploiting or abusing an employee, the court may order the employer to endure the same conditions of exploitation under the authority of the former employee, who temporarily assumes the position of power. During the sentence, however, the convicted employer receives no compensation for their labor.

Sports

A wide variety of sports are practiced in Attre, although water sports are by far the most popular.

The most celebrated of these are boat races, which are said to have served as the inspiration for the famous boat races held in Novigrad, while surpassing them by a considerable margin. Nearly everyone who has witnessed them as a spectator has described them in the same way simply spectacular.

Stereotypes

There are relatively few stereotypes associated with Attreans, largely because

their state is small and, for that reason, has historically attracted less attention than many of its neighbors.

The most prominent stereotypes concern Attrean men.

Among men throughout the western coast of the Old Continent, they are widely regarded as "*girlfriend stealers*." There is even a popular saying: "*A Koviri will steal your wife with money; an Attrean with sweet words*."

This stems from another common stereotype: that Attrean men are seen as "*fairy-tale knights in every sense of the word.*" As a result, more than one Attrean man has reportedly been beaten by jealous locals while abroad because of this reputation.

This stereotype, however, also has a negative counterpart from the perspective of many women. According to it, no matter how gentlemanly Attrean men may appear, they offer a woman only the honeymoon phase of a relationship, only to abandon her later for what many describe as "*someone just like her—but prettier*."

Taboos

Surprisingly for a territory within the Northern Kingdoms, Attre is a society with virtually no cultural taboos. This should not be mistaken for amorality, nor does it imply that Attrean society is free from prejudice, mistaken beliefs, or social problems. Rather, the distinction lies in the fact that Attre generally avoids treating particular subjects as inherently forbidden.

Indeed, the only true taboo in Attrean culture is having taboos. This often gives rise to cultural misunderstandings with foreigners. The origin of this outlook is widely believed to lie in Attre's long-standing reputation as a land of philosophers.

To illustrate this distinction, an Attrean may reluctantly accept a homosexual couple, not because of concealed hatred, but simply because they have never observed such relationships in nature. Likewise, an Attrean may feel reluctant to eat insects, not because doing so is considered taboo, but simply because it is unfamiliar. Similarly, prejudice against non-humans stems not from viewing them as "*abominations*," "*corrupters*," or similar notions, but rather from perceiving them as potential existential threats based on historical experience.

In other words, Attrean society certainly possesses prejudices and

misconceptions, but these arise from experience, custom, or reasoning—whether correct or incorrect—rather than from the existence of cultural taboos themselves.

Weapons Laws

Unlike many other Northern Kingdoms, whose weapons laws tend to be either more permissive or more restrictive, Attre follows a distinct approach. Only members of the nobility and law enforcement authorities are legally permitted to carry weapons.

The sole exception to this rule is made for witchers. Even then, witchers are required to present proof of an active contract to the relevant local authority if they wish to continue carrying their weapons while operating within the area through which they are travelling.

Women's Rights and Sexual Minorities

Women's rights in Attre are close to equal by the standards of the Northern Kingdoms. This is largely the result of the long-lasting influence exerted by figures such as Calanthe during the duchy's period as a vassal of Cintra.

The subsequent period of Nilfgaardianization, however, introduced a number of restrictions. Women became formally excluded from positions and occupations considered, according to prevailing social beliefs, to be "*biologically unsuitable*" for them.

With regard to sexual minorities, Attre is broadly as socially liberal as the rest of the North, owing in part to the fact that many mages either belong to these minorities or have maintained same-sex relationships. The distinguishing feature of Attrean society is that, while such relationships are generally accepted, this acceptance is often reluctant rather than enthusiastic. In other words, they are tolerated, but not without a degree of social reservation.

Language

The principal language of Attre is Nordlingaen, or Northern Common.

However, as a coastal duchy with an active maritime tradition, it is also home to numerous commercial pidgins and creole languages used in trade.

The period of subtle Nilfgaardianization that lasted from 1267 until Attre regained its independence in the 1290s left a lasting linguistic legacy. The local dialect absorbed many Nilfgaardian loanwords, while also acquiring noticeable influences in its pronunciation and accent.

As a result, people from Attre are immediately recognizable by the way they speak. Their speech is often described as sounding like a hybrid between a Nilfgaardian speaking Common and a native Cintrian.

Religion

Alongside Maecht, Attre is one of the few Nordling territories that does not follow the decentralized Nordling religion. In Attre's case, however, this is not because it preserved an older indigenous faith.

Rather, it is the result of the religious syncretism that emerged during the duchy's period of subtle Nilfgaardianization, giving rise to a religion known as Dazhbogism.

Dazhbogism is a form of diffuse monotheism. It recognizes the existence of a single, omnipotent Creator God, who stands above all creation. Rather than governing the world directly, however, this Supreme Being delegates authority and responsibilities to numerous lesser gods and spirits. As a result, the faithful direct their everyday prayers and acts of worship primarily toward these subordinate divine beings, while the Creator remains a distant, transcendent figure.

Economy

Owing to its climate and geography, most economic activity in Attre is concentrated along the coast.

Settlements in the interior are relatively uncommon and are found primarily near the border with Cintra, where the landscape becomes greener and more suitable for habitation.

As a result, the tertiary sector is the cornerstone of the duchy's economy. Attre is, in fact, a highly popular tourist destination, particularly during the winter months, attracting nobles from across the Northern Kingdoms thanks to its mild climate and easier accessibility compared to inland destinations such as Lyria &

Rivia.

The secondary sector ranks second in importance, with shipbuilding and naval repairs forming the backbone of local industry.

The primary sector is the smallest, relying chiefly on fishing, agriculture in the Grand Marquessate of Vigilia, and the limited cultivation possible within Attre itself. Most crops consist of plants adapted to arid climates, species that cannot easily be grown elsewhere in the Northern Kingdoms and therefore command very high prices on foreign markets.

As for imports, Attre depends primarily on metals, as its own territory is relatively poor in mineral resources. It also imports construction materials, decorative materials, textiles, and foodstuffs that cannot be produced locally.

Attre's principal trading partner is Cintra, followed by Nazair, largely due to geographic proximity. These are followed by Verden, Cidaris, and Temeria.

This list, naturally, does not include the occasional merchants arriving from *Beyond the Seas.*

Demographics

Attre is a small duchy and, consequently, does not possess a population comparable to that of the larger kingdoms of the Northern Kingdoms, although it maintains a high population density. Its total population fluctuates over time but generally stands at around 200,000 inhabitants.

Of these approximately 100,000 are Nordlings, around 50,000 are either ethnic Nilfgaardians who were settled in Attre by the Empire during its period of influence, taking advantage of the duchy's status as a proxy state after the Second Northern War, or members of a distinct mixed ethnic group known as the Attreans, which emerged through the blending of Nordling and Nilfgaardian populations and the remaining 50,000 consist of foreigners and non-humans.

This latter group is composed of approximately 30,000 Nordlings from other countries and 10,000 people from distant lands or related to them to some extent, the largest community being Zerrikanians who fled persecution from the Queen-Sorceress of Zerrikania. Attre reminded many of them, to some extent, of their homeland and consequently became the place where one is most likely to encounter a Zerrikanian anywhere in the Northern Kingdoms.

With 5,000 people of mixed ancestry between these foreign populations and the local inhabitants and lastly, 5,000 non-humans, consisting primarily of dwarves, followed by elves, and finally vrans.

Somewhat surprisingly, Attre possesses the largest vran population in the Northern Kingdoms, although most live in ghettos. This is likely due to the duchy's comparatively warmer, more arid climate, which is considerably more suitable for reptilian peoples.

Attre is also home to a notable number of half-elves.

People

When Nordlings are described as being "*most often pale or swarthy,*" the coastal territories are largely responsible for this variation.

Among them, Attre is one of the principal contributors to the prevalence of swarthy complexions. This is due both to centuries of contact with peoples from beyond the western coast and to the settlement of Nilfgaardians during the duchy's period of Nilfgaardian influence.

Within Attre itself, it is often possible to distinguish members of different social classes simply by observing their skin tone, which tends to form a gradual spectrum. At one end stand the aristocracy, whose complexion is most commonly pale. From there, increasingly darker intermediate tones appear until reaching the swarthy complexions most frequently associated with the common people.

This pattern is not the result of ethnic differences, but rather of the duchy's arid climate and geography, which expose much of the population to considerably greater amounts of sunlight. Even so, these skin tones remain far lighter than those commonly found among certain Ofiri ethnic groups or many of the peoples living beyond the western coast like those of the Far South. After all, the prevailing complexion is simply swarthy, and not tanned or darker.

Regarding hair color, while Nordlings are generally described as having brown, black, blond, or red hair, with individuals of elven ancestry more

A young Attrean man with the typic

likely to display unusual colors, Attre exhibits an especially high frequency of both blond and black hair. Among blond shades, ash blond and beach blond are particularly common, while jet black and soft black, approaching dark brown, are the most frequently encountered dark tones.

As elsewhere in the Northern Kingdoms, height varies considerably.

Eye color most commonly falls within shades of amber, gray, and various tones of blue. Other eye colors certainly exist, but they are comparatively rare and are most often associated with individuals who possess foreign ancestry.

Examples of Attrean Names

Attrean names follow the same general structure found throughout the Northern Kingdoms: a given name followed by an inherited family surname rather than a patronymic. Among the nobility, it is also common to include a second given name and a second surname. The period of Nilfgaardianization, however, introduced a subtle but lasting change.

Instead of using the connectors von or van (descendant of), as is common in countries such as Redania, Attre adopted the particle var (of the family of).

Unlike elsewhere in the North, this particle is placed at the end of the name, immediately before the principal family surname, emphasizing the importance of the family to which the individual belongs.

For example: Henry (given name) + Brais (second given name) + Eli (secondary surname) + var (of the family of) + Attre (principal family surname)

This results in the full name: **Henry Brais Eli var Attre**.

Attrean names differ from Nilfgaardian ones in two notable respects. First, they do not employ the particle aep and second, whereas Nilfgaardian names may include an additional surname after the var particle, Attrean names always end with the principal family surname, making the construction comparatively simpler.

Male Names

Abdías, Abdón, Adrán, Adrao, Adrasto, Adulfo, Afon, Agatón, Agostín,

al s w a rt h y s ki n t o n e t h a t a p p e a rs in N o r dl in g s of c o a st al c o u n tr ie s

Agostiño, Agosto, Agripino, Aguiúlfo, Áiax, Airas, Alarico, Albertos, Alceo, Aldán, Alén, Alexo, Amede, Amedio, Amilcar, Amerin, Anaxarco, Aniano, Anteo, Antifón, Antoíño, Anxelo, Apolinario, Apolodoro, Arduíno, Aristarco, Arón, Artús, Arximiro, Ataúlfo, Axilulfo, Baruc, Belarmino, Benxa, Benxamín, Bernabeu, Benarldino, Bernaldo, Bértolo, Bertomeu, Bertrán, Bibián, Bran, Brandomil, Bras, Braulio, Breo, Bruño, Caetán, Caralampio, Caritón, Casandro, Casiano, Casildo, Casiodoro, Catulo, Cefeo, Celidonio, Cesáreo, Che, Cheíño, Chinto, Cibrao, Cidre, Cilistro, Clemenzo, Clodio, Colás, Cosmede, Covade, Crispín, Cristovo, Dalmiro, Delio, Deolindo, Dinís, Doroteu, Dositeu, Eborico, Elisardo, Elixio, Eneas, Ero, Erundino, Etelvino, Euloxio, Eume, Euxeo, Exidio, Faxildo, Fedro, Fernán, Ferreol, Frixo, Fuco, Gondar, Gorecho, Goter, Goterre, Guimar, Gundar, Hadrao, Henzo, Henry, Hidacio, Hiparco, Hixinio, Imaro, Jan, Jurjo, Leco, Leuco, Locaio, Malco, Maxencio, Maxín, Mero, Nabor, Nel, Nereu, Orente, Paio, Publio, Rainfarn, Remixio, Roibén, Venger, Windhalm.

Female Names

Ádega, Adelaira, Afonsina, Agostiña, Aira, Alcira, Aldana, Alegría, Aleixa, Alla, Aloia, Ami, Anaelina, Antela, Antona, Antoniña, Anuncia, Anxa, Anxela, Ánxeles, Anxélica, Anxelin, Anxelina, Anxos, Apana, Arduína, Area, Arlinda, Arume, Arxentina, Arximira, Ástrida, Ástride, Atilana, Aunia, Auria, Avia, Baia, Balla, Baltasara, Barca, Bastiana, Bel, Belarmina, Beliña, Belisa, Beluca, Belucha, Benta, Benucha, Benxamina, Bernalda, Bete, Bieita, Biela, Brisda, Bríxida, Calistra, Candea, Candeloria, Carmiña, Carmucha, Casia, Casiana, Cataliña, Cecía, Celina, Chelía, Chiruca, Chona, Cía, Cíes, Cira, Cleofe, Clodia, Corinda, Comba, Coralia, Cósima, Crica, Danila, Doa, Doce, Dolfina, Dosinda, Drica, Dubra, Dulia, Edna, Edenia, Eduvixes, Egilo, Einés, Esmeraldina, Estrela, Euxea, Exeria, Farruca, Feciña, Finuca, Fulxencia, Garucha, Heladia, Hermenexilda, Hixinia, Irea, Iría, Lédea, Leoncia, Liña, Loaira, Loisa, Lolecha, Magina, Maló, Mariló, Maúca, Mela, Mercé, Nana, Nanda, Nataxa, Nola, Pelaxia, Rea, Roca, Rosa, Rufa.

Gender-neutral Names

Adair, Adelir, Adenir, Adri, Adryel, Airam, Alair, Ameris, Amil, Aryel, Becas, Beijante, Bru, Cacá, Celly, Chayanne, Cheiene, Cledir, Cris, Crísley, Dandan, Dannyell, Darli, Darly, Davimar, Delcy, Deomar, Derci, Diomar, Domynique, Dosi, Doraci, Dunia, Edel, Edeltrudes, Edi, Edir, Elir, Elisama, Elizama, Eridan, Fefa, Geneci, Gerci, Gi, Gladimar, Herlis, Ivani, Ivanir, Jacir, Janocas, Jodeci, Ju, Juli, Julacir, Lair, Leimar,

Lelê, Lenine, Leoni, Leonides, Lindomar, Lucelir, Lucinei, Lurian, Má, Manecas, Marle, Mauri, Megno, Merary, Meredite, Nazaré, Nerías, Ramos, Solimar, Tanamara, Teak, Valdeci, Vanderli, Wylla, Zurisadai.

Monsters

Despite its arid climate, Attre is not inhabited by monsters that arrived during the different Conjunctions of the Spheres already adapted to desert environments from their worlds of origin.

Instead, the duchy is home to the same monsters found throughout the Northern Kingdoms, specifically those species that, over the centuries, successfully adapted to Attre's uniquely arid conditions, alongside a handful of local rarities, such as the pataricu, a subspecies of cyclops.

One example can be found among the specters.

Although desert banshees are also found in regions with deserts such as Ofir, Barsa, and Zerrikania, they did not receive that name there. Rather, the designation "*desert banshee*" originated in Attre, where the first witchers of the Order of Witchers encountered and fought them for the first time.

Notable Ethnic Groups

For a complete list of the ethnic groups present in Attre, see Category: Ethnic Groups in Attre

- Attreans (an ethnic group, not a nationality, descendants of unions between Nordlings and Nilfgaardians)
- Aynchabi (descendants of unions between Zerrikanians and Nordlings, together with their later descendants)
- Nilfgaardians
- Nordlings (including both Attrean nationals of Nordling origin and foreign Nordlings residing in Attre)

Notable Locations

For the full list of known Attrean Locations, see Category:Attrean Locations

Caves

- Cova da Serpe

Cities

- Attre (capital)
- Alxer
- Bacxú
- Bayon

Cliffs

- Cantiño do Silencio

Districts

- Little Zerrikania

Dunes

- Dunas do Ouro Azul

Brothels

- The Silver Horse

Embassies

- Nilfgaardian Embassy
- Zerrikanian Embassy
- Cidarian Embassy

Inns

- The Flying Pig

Institutions

- Most Excellent Pensieve of the City of Attre

Lighthouses

- Peixe de Mar

Magical Academies

- Antúbel (male only)

Mountains

- Furnace Mountains
- Lighthouse Mountains

Palaces

- Rainbow Palace

Regions

- Green Coast
- Beautiful Coast
- Ugly Coast

Restaurants

- The Thousand Delights

Ruins

- Shaybu!hū-s

Taverns

- The Sea Cow

Towns

- Ribeira Seca
- Vila dos Sabios

Villages

- Porto do Vento Cansado

Notable People

For the full list of known Attreans, see Category:Attreans

Alchemists

- Aira Sabela Madyes Batel

Architects

- Roibén Cosmede Tabuia Gaveiras

Ambassadors

- Henry var Attre

Aristocracy

- Edna var Attre
- Rosa var Attre

Bards

- Adair Macias var Dastres

Dukes

- Bras var Attre
- Windhalm

Knights

- Rainfarn

Princes

- Breogán Attre (semi-historical)
- Venger

Princesses

- Ádega Dastres

Prostitutes

- Camelia "The Bastard"

Scholars

- Jan of Attre

Witchers

- Amerin of Attre

Image Credits

- Attre Coat of Arms by Mboro
- *Windhalm of Attre Gwent Card Art* by Bryan Sola.
- *Rainfarn of Attre Gwent Card Art* by Grafit Studio.

Trivia

- Since, according to both The Witcher novels and games, names begin to display increasingly noticeable Romance-language influences from around Cintra onward, Attrean names were primarily based on Galician, Portuguese, and Astur-Leonese naming traditions. A notable canonical example is Rosa var Attre from *The Witcher 3: Wild Hunt*.
- Another reason for adopting these linguistic influences comes from the toponymy of one location mentioned in the hard canon—that is, the novels themselves. Peixe de Mar, a lighthouse located within the duchy, whose name clearly reflects a Romance linguistic influence.
- The word *shaplace* was coined with loose inspiration from the way J. K. Rowling created the English term *pensieve*, which is translated to real-

existing concepts in other languages—for example, as *pensadero* in Spanish, meaning: *a place to think*.

    - In practical terms, a shaplace is best understood as something akin to a school for gifted students or a specialized high school, albeit with a more refined and focused role.

- The name Shaybu!hū-s is composed of two elements. The first, Shaybu, comes from the vran language, of which only a handful of words and phrases are known, and means to *score a goal*. The second element, !hū-s, comes from the Khoekhoe language and means *land*, *country*, or *Earth*. The exclamation mark at the beginning represents a postalveolar click consonant, produced by sharply clicking the tongue against the roof of the mouth, similar to the sound of a popping cork. Together, the name Shaybu!hū-s can be translated as *Land Where to Score a Goal*.

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breezewiki

BreezeWiki source code

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